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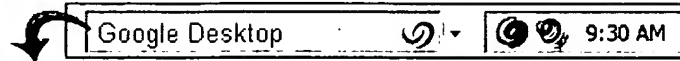
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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Level set and PDE methods for computer graphics](#)

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 [Cut-and-paste editing of multiresolution surfaces](#)

Henning Biermann, Ioana Martin, Fausto Bernardini, Denis Zorin
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: [pdf\(10.24 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Cutting and pasting to combine different elements into a common structure are widely used operations that have been successfully adapted to many media types. Surface design could also benefit from the availability of a general, robust, and efficient cut-and-paste tool, especially during the initial stages of design when a large space of alternatives needs to be explored. Techniques to support cut-and-paste operations for surfaces have been proposed in the past, but have been of limited usefulness ...

3 [An object/message model for the development of integrated workstation software](#)

Kathleen Taylor, Michael A. Bauer
February 1990 **Proceedings of the 1990 ACM SIGSMALL/PC symposium on Small systems**

Publisher: ACM Press

Full text available: [pdf\(1.26 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is a need for expandable, integrated workstation environments which are simple and straight-forward to use but which can be modified to accommodate a particular user's

needs. In this paper, a model is proposed for the development of integrated workstation software. Integration is achieved through message passing and by encapsulating information in objects. The applications communicate with a mediator rather than each other. The mediator has descriptio ...

4 A scalable formal method for design and automatic checking of user interfaces

Jean Berstel, Stefano Crespi Reghizzi, Gilles Roussel, Pierluigi San Pietro

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Publisher: IEEE Computer Society

Full text available:  [pdf\(237.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



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The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.

A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...

Keywords: GUI design, applications of model checking, formal methods, human-computer interaction

5 Interactive Editing Systems: Part II



Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(9.17 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


6 A structured approach for the definition of the semantics of active databases



Piero Fraternali, Letizia Tanca

December 1995 **ACM Transactions on Database Systems (TODS)**, Volume 20 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(4.15 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Active DBMSs couple database technology with rule-based programming to achieve the capability of reaction to database (and possibly external) stimuli, called events. The reactive capabilities of active databases are useful for a wide spectrum of applications, including security, view materialization, integrity checking and enforcement, or heterogeneous database integration, which makes this technology very promising for the near future. An active database system consists of ...

Keywords: active database systems, database rule processing, events, fixpoint semantics, rules, semantics

7 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities ...

8 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel ...

9 Detecting past and present intrusions through vulnerability-specific predicates



Ashlesha Joshi, Samuel T. King, George W. Dunlap, Peter M. Chen

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(261.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Most systems contain software with yet-to-be-discovered security vulnerabilities. When a vulnerability is disclosed, administrators face the grim reality that they have been running software which was open to attack. Sites that value availability may be forced to continue running this vulnerable software until the accompanying patch has been tested. Our goal is to improve security by detecting intrusions that occurred before the vulnerability was disclosed and by detecting and responding to intrusions ...

Keywords: IntroVirt, intrusion detection, semantic gap, virtual-machine introspection, virtual-machine replay, vulnerability-specific predicates

10 Computing curricula 2001



September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available:  [pdf\(613.63 KB\)](#)  [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


11 Parallel execution of prolog programs: a survey



Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo

July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 4


Publisher: ACM Press

Full text available:  [pdf\(1.95 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, prolog

12 [High dynamic range imaging](#)

 Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

13 [Shape-based retrieval and analysis of 3D models](#)


 Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press


Full text available:  [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

14 [Comparison of access methods for time-evolving data](#)

 Betty Salzberg, Vassilis J. Tsotras
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(529.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper compares different indexing techniques proposed for supporting efficient access to temporal data. The comparison is based on a collection of important performance criteria, including the space consumed, update processing, and query time for representative queries. The comparison is based on worst-case analysis, hence no assumptions on data distribution or query frequencies are made. When a number of methods have the same asymptotic worst-case behavior, features in the methods tha ...

Keywords: I/O performance, access methods, structures, temporal databases

15 Level II technical support in a distributed computing environment



Tim Leehane

September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Publisher: ACM Press

Full text available: pdf(5.73 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

16 Mobile data management: Mimic: raw activity shipping for file synchronization in mobile file systems



Tae-Young Chang, Aravind Velayutham, Raghupathy Sivakumar

June 2004 **Proceedings of the 2nd international conference on Mobile systems, applications, and services MobiSys '04**

Publisher: ACM Press

Full text available: pdf(334.54 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we consider the problem of file synchronization when a mobile host shares files with a backbone file server in a network file system. Several *diff* schemes have been proposed to improve upon the transfer overheads of conventional file synchronization approaches which use full file transfer. These schemes compute the binary *diff* of the new file with respect to the old copy at the server and transfer the computed *diff* to the server for file-synchronization. Howev ...

Keywords: file synchronization, mobile file system, raw activity shipping

17 Sequential thematic organization of publications: how to achieve coherence in proposals and reports



J. R. Tracey, D. E. Rugh, W. S. Starkey

August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(3.80 MB) Additional Information: [full citation](#), [index terms](#)

18 Compiler transformations for high-performance computing



David F. Bacon, Susan L. Graham, Oliver J. Sharp

December 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(6.32 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In the last three decades a large number of compiler transformations for optimizing programs have been implemented. Most optimizations for uniprocessors reduce the number of instructions executed by the program using transformations based on the analysis of scalar quantities and data-flow techniques. In contrast, optimizations for high-performance superscalar, vector, and parallel processors maximize parallelism and memory locality with transformations that rely on tracking the properties o ...

Keywords: compilation, dependence analysis, locality, multiprocessors, optimization, parallelism, superscalar processors, vectorization

IRIS hypermedia services

Bernard J. Haan, Paul Kahn, Victor A. Riley, James H. Coombs, Norman K. Meyrowitz
January 1992 **Communications of the ACM**, Volume 35 Issue 1

Publisher: ACM Press

Full text available: [pdf\(5.66 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),
[review](#)

Keywords: IRIS hypermedia services, hypermedia, hypertext, intermedia

20

Special issue on knowledge representation

Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70

Publisher: ACM Press

Full text available: [pdf\(13.13 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were two useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Second ...

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